



TAPE 2 CLUE/FLYING ACE

SIDE 1 COMPUTER CLUE For up to 6 players. Use deductive reasoning to solve the mystery of "who dun it".

SIDE 2 FLYING ACE For 1 to 4 players. Try to gun down the enemy before your time runs out. Get the "feel" of flying a fighter plane. At first everything seems backwards until you get the hang of it, then you'll become a FLYING ACE.

FOLLOW INPUT INSTRUCTIONS ON BACK

COMPUTER CLUE Using the keypad for all entries first enter the number of players, (Detectives) Remember the name of the detective you are, this indicates your turn. You will have a choice of three rooms to go to to solve the murder. You must be in the correct room when you have figured out who did it and with what weapon, in order to win. In each room you take a guess at the suspect and weapons, using the keypad to make these guesses. the computer will inform you that one of these guesses is wrong. remember what the computer says and don't guess the same one the next time. Don't let the other players see what you have selected when you push the keypad. When you finally make all the right guesses the computer will inform you that you have solved the case. Press any key for the next case.

FLYING ACE Game instructions:

DO NOT STOP THE TAPE UNTIL THE SCREEN READS "PLAYERS"

Using hand control # 1, turn the knob until the desired number of players is shown on screen. Pull the trigger and play begins.

Hand control functions are:

TRIGGER	Fires at enemy bi-plane
JOYSTICK	Controls flight of your airplane flight. Back on the handle makes you go up and the enemy goes down. Left makes you fly left but the enemy moves right.
KNOB	Inputs number of players and has no function durring game play.

PLAYING THE GAME

Your turn is noted when your player number (Top of screen) is blacked out. Quickly try to manuver the enemy into your gun sight and fire. Your shots are limited and so is your time. The more you shoot the more time is used. If you can get the enemy within the first few seconds or shots you will be awarded a bonus turn and get to shoot again right away. Flying your plane is the most tricky part of this game. If the enemy is to your right, move the joystick toward the right. This sounds easy but it takes some practice. Also note the bi-plane if the sound is getting higher he is diving, lower means he is going up. If he banks to the right he is moving right, banking left, he is going left. If he is level, he is going straight ahead but he may be going up or down at the same time. If you run out of time you will hear a high pitch beeping meaning you have only about 2 shots or 4 seconds to shoot the enemy. If you fail you are zapped and a large "ZAP" or "POW" will appear in you gunsight window, play goes on to the next player.

SCORING

Up to 250 points are possible for a quickly shot down enemy. As time goes on and for each miss points are deducted. BONUS PLAY is awarded to a quick player but each time you recieve a BONUS you will have to be even quicker to get another one.

THE END

When all your enemies have been shot the mission is completed, and the screen will read "THE END". Pull trigger # 1 for new game.